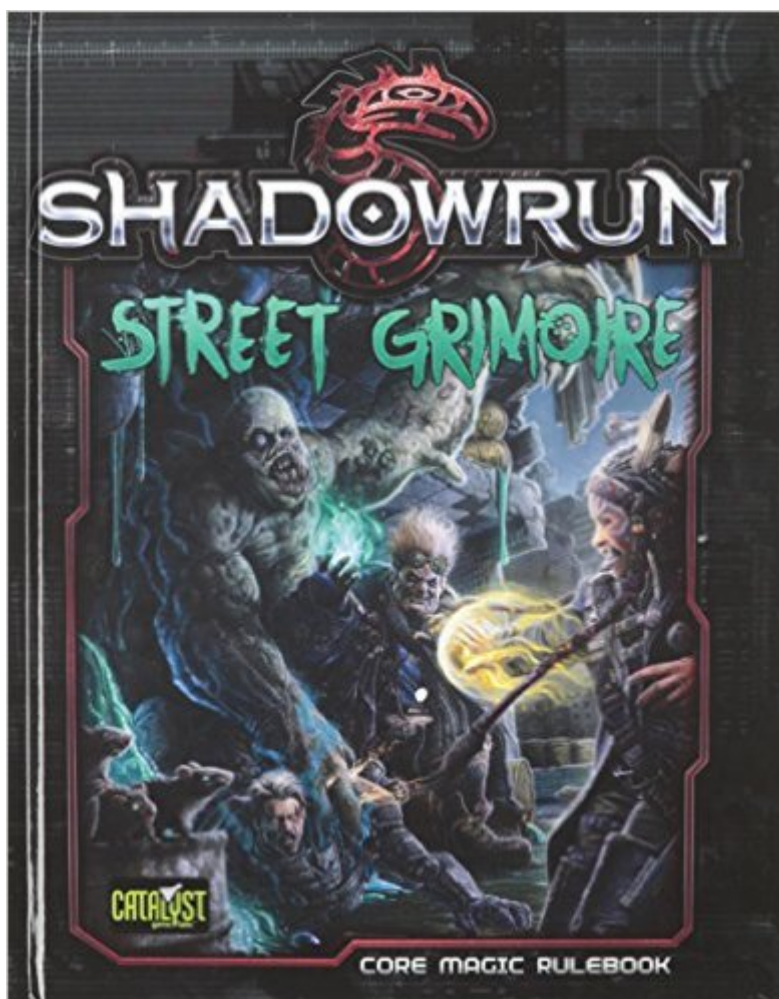


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# Shadowrun Street Grimoire



## Synopsis

Magic can burn your brain and sear your soul. It can inject power into every millimeter of your veins or leave you a lump of ashes at the end of a dark alley. Its dangerous but to spellslingers in the Sixth World its worth it. Because magic is power and power in the Sixth World needs to be grabbed with both hands. Spells rituals alchemical preparations adept powers metamagics-all of those elements and more can be used to help an Awakened shadowrunner move off the streets and get a taste of the high life. Street Grimoire has more options for Shadowrun players along with information on magical traditions magic societies and the dangers and benefits of living as a spellcaster in a world where geek the mage first is a common adage. With more options deeper rules deadlier threats and dozens of way to have fun with magic Street Grimoire is an essential book for anyone playing Shadowrun Fifth Edition.

## Book Information

Age Range: 8 and up

Hardcover

Publisher: Catalyst Game Labs (August 27, 2014)

ISBN-10: 1936876639

ISBN-13: 978-1936876631

Product Dimensions: 10.6 x 8.6 x 0.7 inches

Shipping Weight: 2.2 pounds

Average Customer Review: 4.3 out of 5 stars [See all reviews](#) (7 customer reviews)

Best Sellers Rank: #840,759 in Books (See Top 100 in Books) #32 in [Books > Science Fiction & Fantasy > Gaming > Shadowrun](#) #136402 in [Books > Children's Books](#)

## Customer Reviews

Originally posted at [www.throatpunchgames.com](http://www.throatpunchgames.com), a new idea everyday!Product- Street

GrimoireSystem- Shadowrun 5eProducer- CatalystPrice- \$25 [here](#)

<http://www.drivethrurpg.com/product/131832/Shadowrun-Street-Grimoire>TL; DR- Even with my favorite spell, a few problems hurt the book. 87%Basics- There is a lot more magic than what you see on the trids, chummer. Street Grimoire is a large hardcover book covering magic in the Shadowrun 5e world. The book spends a long time discussing how magic works (or how it might work), the world and magic, different types of magic, and other canon pieces of Shadowrun before diving into adding hard, crunchy bits to the setting. It covers all types of magic from mages to adepts and everybody in between like spirits with each type of magic (spell casting, enchanting,

summoning, et al) getting their own chapter. Mechanics or Crunch- Overall, I like what's in Street Grimoire. The book adds a ton of spells even adding my favorite spell euphoria (which used to be called Orgasm) as well as adding a large variety of new spirit options, adept powers, and magic traditions. What makes me less than amazed is the lack of qualities and the types of spells. There are a few, but most can't be PC qualities. Also, as a magic Decker, I was kind of less amazed by the new adept powers. Some are awesome, but I felt the techno-mages kind of were left in the cold. The spells in the book are good, but nothing sticks out besides my special favorite to really make me take any at character generation. They are a little too specific and that kind of keeps me away when I only get 10 spells to start. What's in the book is good, but I'd like a bit more. 4.25/5 Theme or Fluff- Here is where the Shadowrun books always shine.

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